

Fig. 1

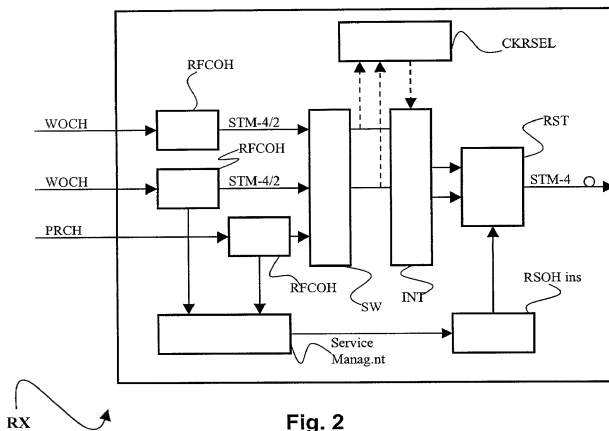


Fig. 2

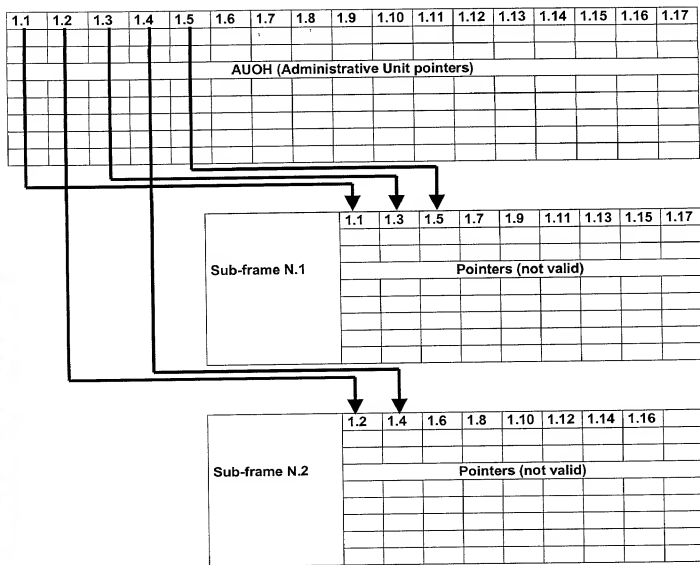


Fig. 3

STM-4 AUOH pointers																							
H1	H1	H1	H1	Y	Y	Y	Y	Y	Y	Y	Y	H2	H2	H2	H2	U	U	U	U	U	U	H3	H3

where: Y = 1001 xx11 (x=not specified digit)
U = 1111 1111

INVALID POINTER CONFIGURATION															
Sub-frame N.1	H1	H1	Y	Y	Y	Y	H2	H2	U	U	U	H3	H3	H3	H3

INVALID POINTER CONFIGURATION															
Sub-frame N.2	H1	H1	Y	Y	Y	Y	H2	H2	U	U	U	H3	H3	H3	H3

Fig. 4

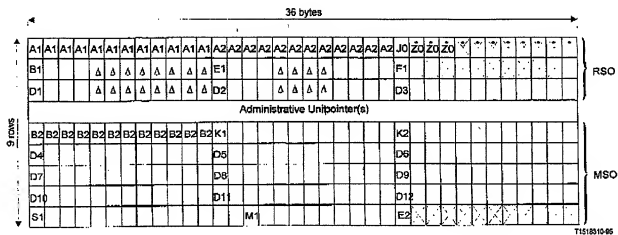


Fig. 5

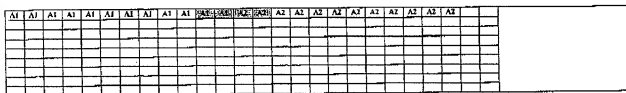


Fig. 6

FAW	A1 = 1111 0110	A1 = 1111 0110	A2 = 0010 1000	A2 = 0010 1000
Long (24 bit)	xxxx 0110	1111 0110	0010 1000	0010 xxxx
Short (12 bit)	xxxx x1x0	111x xx1x	x0xx x000	0x1x xxxx

Fig. 7

Sub-frame N.1

A1	A1	A1	A1	A1	A1	A2	A2	0F6	0F6	0F6	0F6	J0	Z0	NU	NU	NU	NU
B1		Δ	Δ	Δ	Δ	E1		Δ	Δ			F1	NU	NU	NU	NU	NU
D1		Δ	Δ	Δ	Δ	D2		Δ	Δ			D3					
AUOH (Administrative Unit pointers)																	
B2	B2	B2	B2	B2	B2	K1						K2					
D4						D5						D6					
D7						D8						D9					
D10						D11						D12					
S1						M1						E2	NU	NU	NU	NU	NU

Sub-frame N.2

A1	A1	A1	A1	A1	A1	A2	A2	S5	S5	S5	S5	Z0	Z0	NU	NU	NU	NU
		Δ	Δ	Δ	Δ			Δ	Δ			NU	NU	NU	NU	NU	NU
		Δ	Δ	Δ	Δ			Δ	Δ								
AUOH (Administrative Unit pointers)																	
B2	B2	B2	B2	B2	B2												
												NU	NU	NU	NU	NU	NU

Fig. 8

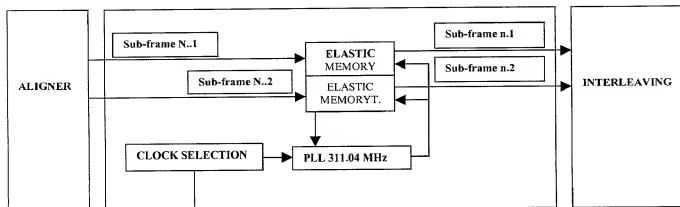


Fig. 9

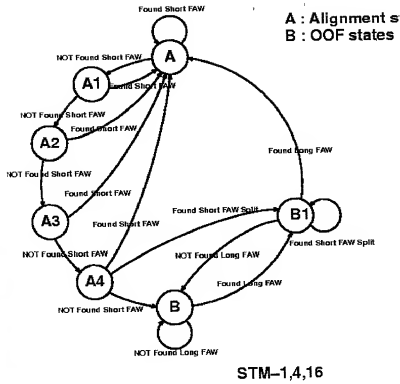


Fig. 10